

# SIGMA 7



# AVANTAGE

## **SIGMA 7 by Ron Jeffs**

SIGMA 7 has seven stages (or levels) which progressively increase in difficulty from very easy to almost impossible.

Each of the seven stages is divided into three separate "sub-games" or phases; the first flying through space fighting against space-mine defenses, the second travelling along the internal pathways of a space station fighting against robo-mines, and the third solving a futuristic puzzle.

### **LOADING INSTRUCTIONS**

Disconnect all peripherals except one disk drive and joystick in port 2. Insert disk in drive, type LOAD "\*", 8, 1. Program will load automatically. If you own a Commodore 128, you should use 64 mode.

### **CONTROLS**

Joystick UP	Forward
Joystick DOWN	Backward
Joystick LEFT	Left
Joystick RIGHT	Right
Joystick FIRE	Fire
F7	Pause
Run Stop/Restore	Restart

### **PHASE 1 SPACE MINE DEFENSE**

Take-off from your base and fly to the next factory fighting your way through the space-mine defenses as you go. The distance between the space stations and number of space-mines increase with each new stage. 500 bonus points are awarded for destroying complete waves of mines.

### **PHASE 2 THE FACTORY**

Once into the factory area, the player must move around clearing the pathways. Defense robo-mines rapidly home-in to kill simply by making contact, though they may be shot first. Each stage has a different path layout, which is more difficult than the last. As the paths are cleared a pattern of fixed markers is revealed. This pattern **MUST BE MEMORIZED** and subsequently entered on the control unit in phase 3. The player may leave phase two (at the opposite end) when the red spiral in the top left hand corner changes to

white, which happens after clearing a certain area of the pathways (proportional to the stage's skill level); or you may choose to wipe out all the robo-mines and clear all the paths to maximize your score before exiting. Score is awarded for destroying robo-mines, and the points are shown over the explosions. Bonus points are awarded in proportion to the area of pathway cleared. If the time limit is exceeded (ie: the spiral at the top left of the screen runs out) then all remaining "lives" are lost and the game ends.

### **PHASE 3 THE CONTROL UNIT**

The control unit must be reset by entering the code onto the active keys. The code's pattern was revealed in phase 2 by the fixed markers that could not be cleared. The active keys are surrounded by inactive ones colored blue which should be ignored (there are fewer inactive keys as the stages get harder). During play the active keys repeatedly change color from green to red then to yellow. An active key may be set by positioning the player's KEY SPHERE above it and pressing "fire"; though this must be done while it is yellow (after which it stays white). Hitting a key already on will turn it off again. Timing is critical, as a defense force-field lags just behind the KEY SPHERE, and will cost one "life" if touched by mistake. Lights on the side panel indicate time taken, and the bonus available for quick completion. If the time limit is exceeded all remaining "lives" are forfeit and the game ends.

### **LIVES**

The player starts phase one with three "lives". At the start of each following phase, three more "lives" are added to however many are still left. If a player gets through phase one with two lives left, then he would have  $2 + 3 = 5$  lives for phase two, and so on. If the player loses all his lives during any phase, or exceeds the time limit in phases two or three, then the game is ended.

### **SCORE**

If you achieve one of the top 5 scores, you will be entitled to enter your name for permanent storage.

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